

**IN THE SPECIFICATION**

Please replace the paragraph beginning at page 3, line 19, with the following amended paragraph:

-- So it is with the other games cited in the Encyclopedia mentioned above. Play is in order between players on the left or right and the action is similar to discarding or melding. ~~This~~ Such action is passive since there is no interaction among the players regarding specific cards and needs. --

Please add the following paragraph beginning at page 3, after line 22:

-- (Note: Hereinafter in the application, the term "symbol(s)" means "symbol(s) or image(s)". --

Please replace the paragraphs beginning at page 4, line 23, with the following amended paragraphs:

-- The Interactive Exchange Qualification Game is unique and quite different in a number of ways. The ~~image~~ symbol on the face of the card--and cards are not the only means of play--has no

value; there are no ~~images~~ symbols that function as suits; there is no central resource deck; and no melding activities. Players with all like ~~like-image~~ symbol cards exchange cards with other players to achieve all ~~different-image~~ different symbol cards in order to "win" or qualify for a reward. Specially coded cards can be used if the number of rewards is less than the number of players involved in the game. A game controller sets up the cards, distributes them to the players and determines the rules for reward qualification.

The game may be played by any number of players, as determined by the game controller, and the number can be very large; all players play the game at the same time, rather than sequentially; the number of actively-played cards can be varied according to the amount of interaction desired by the game controller (the larger the number of cards to collect, the greater the level of interaction among members of the group), and the number and value of the rewards can vary according to the resources of the game controller. --

Please replace the paragraphs beginning at page 5, line 13, with the following amended paragraphs:

-- An object of the present invention is to provide ~~an~~ a method and kit for an interactive exchange qualification card game that is designed to encourage social interaction among all players in a group. Any reasonable number of players may participate in the game. In the first preferred embodiment or mode of play, each player begins with a predetermined number of like cards or like symbol cards and collects the same number of different symbol cards from the other players by means of an exchange of cards. All players with appropriate collections at the end of the game qualify for a reward as determined by a game controller. If the number of rewards is limited, and all players do not get a reward, secretly coded cards are selected, and players with the secret cards and the appropriate collection qualify for a reward as determined by the game controller. --

Please replace the paragraph beginning at page 6, line 1, with the following amended paragraph:

-- As desired herein, the word "symbol" is defined to mean a

picture, image, design, word or phrase or any combination thereof. Likewise, the phrase "like symbol cards" or "like cards" is considered to be a group of cards having pictures, images, designs, words or phrases or any combination thereof. For example, if the IEQG were using a U.S. Presidents Theme Deck, players would start out with all Washingtons, or all Lincolns, or all Jeffersons and so on. At the end of the game each successful player would have one Washington, one Lincoln, one Jefferson and so on with the same number of different cards as when the player started the game. The cards that are considered "different" are cards that have a symbol or image thereon that are not like the one in the initial collection. The secretly coded cards are considered the primary feature of the Game and this is noted with an asterisk (\*) in the text and the drawings. The picture, image, symbol, design, word or phrase that appear on the face and/or back of the cards are varied slightly by adding, deleting or changing some aspect of the appearance of the picture, image and so on, so that it is different or distinct but not obvious, and therefore "secret". A unique coding scheme can also be used. For example, cards can have numbers around the border and the position or sequence of certain numbers can constitute the secret coding. Another secret coding scheme ~~would~~ could have different color boxes around the border

and the position or sequence of certain color boxes can constitute the secret coding. ~~It is important to not specify one method of secret coding as any and other~~ Other secret coding methods can and may be employed. --

Please replace the paragraph beginning at page 7, line 11 with the following amended paragraph:

-- The game controller defines the game, establishes the rewards and distributes the cards. The game ~~controller~~ controller also mediates such things as method for selecting ~~the secret,~~ the secret cards and treatment of incomplete collections. The game controller can be a player. All players are subject to the same probabilities and exchange dynamics as all other players. The game controller does not have any special advantage in the play of the game by virtue of being the controller. --

Please cancel the following lines 16, 18, and 20 on page 9:

~~-- FIG. 10A is a chart showing a first partial list of theme sets.--~~

~~FIG. 10B is a chart showing a second partial list of theme sets.~~

~~FIG. 11 is a chart showing the GAME STRUCTURE of the IREQ. --~~

Please replace the paragraphs beginning at page 9, line 23, with the following amended paragraphs:

-- In its current embodiment, the Game consists of 40 sets of 20 different, easily recognizable cards with a World Landmark theme including images of the Eiffel Tower, Great Pyramids, Great Wall of China, Statue of Liberty, Easter Island, Mt. Everest, London Bridge, Mt. Rushmore, Taj Majal, Leaning Tower of Pisa, Matterhorn, Roman Colosseum, Arc de Triomphe, Big Ben, White House, Sphinx, Neuschwanstein Castle, Stonehenge, Windmills, and Chichen Itza.

FIG. 1 is an illustration of the overview of the game in accordance with the first mode of play as defined by the present invention. PLAYERS 1, 2, 3, 4, and "N" hold five like World Landmark theme cards with an image of the Arc de Triomphe 10, the Roman ~~Colosseum~~ Colosseum 12, Easter Island 14, the Eiffel Tower 16 and the Leaning Tower of ~~Piza~~ Pisa 18, respectively. "N" PLAYERS denotes any number of additional players as determined by the game controller. The exchange of cards between players takes

place. The end of the card exchange occurs when each player has five, which is the required number in this illustration, of different World Landmark theme cards as listed above.

FIG.2 is a representation of the card objects at the start or the beginning of the game, in accordance with the first mode of play. PLAYERS 1, 2, 3, 4, and "N" hold five like image or symbol cards with a World Landmark theme, namely the Arc de Triomphe, the Roman ~~Colesseum~~ Colosseum, Easter Island, the Eiffel Tower and the Leaning Tower of ~~Piza~~ Pisa, respectively.

FIG.3 is an illustration of the exchange of needed cards between PLAYERS 1 and 2. In the BEFORE phase, PLAYERS 1 and 2 hold like exchange one of the Arc de Triomphe and the Roman ~~Colesseum~~ Colosseum cards with each other. In the AFTER phase, PLAYERS 1 and 2 hold 4 like image or symbol cards and 1 different image or symbol card as a result of the card exchange.

FIG.4 is an illustration of the exchange of needed cards between PLAYERS 1 and 3. In the BEFORE phase, PLAYER 1 holds 4 cards with the image or symbol of the Arc de Triomphe and 1 card with the image or symbol of the Roman ~~Colesseum~~ Colosseum that

this player received from a previous exchange; and PLAYER 3 holds 5 like cards with the image or symbol of Easter Island. In the EXCHANGE phase, the PLAYERS exchange one of the Arc de Triomphe and the Easter Island cards with each other. In the AFTER phase, PLAYER 1 holds 3 like cards with the image or symbol of the Arc de Triomphe and 1 card with the Roman ~~Colesseum~~ Colosseum and 1 card with Easter Island; and PLAYER 3 holds 4 like image or symbol cards and 1 different image or symbol cards as a result of the card exchange. --

Please replace the paragraph beginning at page 12, line 1 with the following paragraph:

-- FIG. 7 is a representation of the card object having a secret code for a reward presentation at the end of the optional extended phase of the first mode of play. As part of the game, one or more cards in each like image or symbol set contains a secret code that is used in the optional extended game. As shown in FIG. 7, this secret code is depicted as an \* (asterisk). In this phase, the player or players with the appropriate collection and the secretly coded card selected in a manner determined by the game controller qualifies for a "special" reward. Thus, this



phase constitutes an optional continuation of play of the first mode with the addition of the secretly coded cards. Specifically, PLAYER 2 is shown holding the secretly coded Roman ~~Colesseum~~ Colosseum \* card. PLAYER 2 is entitled to receive the Reward from the game controller. --

Please replace the paragraph beginning at page 12, line 25, with the following amended paragraph:

-- FIG. 8 is an overview of the game in accordance with the second mode of play as defined by the present invention. PLAYERS 1, 2, 3, 4 and "N" hold five different World Landmark theme cards with an image of the Arc de Triomphe, the Roman ~~Colesseum~~ Colosseum, Easter Island, the Eiffel Tower and the Leaning Tower of ~~Piza~~ Pisa, respectively. The exchange of cards between players takes place. The end of the card exchange occurs when each player has five, which is the required number in this illustration, of the same World Landmark theme cards as listed above. Each player collects the required number of same image or symbol cards as determined by the game controller. --

Please replace the paragraph beginning at page 13, line 24, with the following amended paragraph:

-- Other number combinations such as, but not limited to, 20 sets of 20 cards or 50 sets of 25 cards are also included in the spirit and scope of the invention. The spirit and scope of the Game may also involve other themes such as, but not limited to, U.S. Presidents, Flowers, Birds, Lighthouses, Sports, Modes of Transportation, World Countries or U.S. Cities and States. --

Please cancel the following paragraphs beginning at page 13, line 24:

-- ~~FIG. 10A is a chart showing a first partial list of theme sets, which include PRESIDENTS, FLOWERS, BIRDS, METAL & GEMS, DOGS, SEA CREATURES, ANIMALS, LIGHTHOUSES, LANDMARKS, AND TRAINS.~~

~~FIG. 10B is a chart showing a second partial list of theme sets, which include U.S. CITIES, WORLD CITIES, SHIP/BOATS, SPORTS, COLLEGES, STATES, COUNTRIES, AND CARS.~~

~~FIG. 11 is a chart showing the GAME STRUCTURE of the IREQ, which include examples of selective custom decks. --~~

Please replace the paragraphs beginning at page 15, line 25 with the following paragraphs:

-- If everyone is to receive a reward, the first pathway is used, as in the case of the T-shirt handout, a popular promotion gimmick. If only a limited number of rewards are available, the second optional pathway is used.

~~The game may be sold as a pack of 400 cards 20 cards in a collection for up to 20 players the secretly coded cards are the 20th set. Thus, there are 19 cards without a secret code and 1 card with a secret code in each 20 card set. However, It is possible for all cards to be secretly coded to foil any attempts to hoard prize cards by repeat players (for example, at a social club). Accordingly, a person may play with a secretly coded card, but it will not be relevant because the game being played is the first pathway of either the first or second mode.~~

~~The matter of an incomplete collection must be considered.~~  
Depending on the number of players, there may not be a "clean" number of exchanges. Everyone may not be able to complete a collection because of an odd number of players or some players may drop out of the game, but the secret cards are still in play. In such cases, the game controller decides what will happen. The object of the game is to get the complete collection of cards; if a player cannot do that for any reason, the game allows for consolation prizes. The game is flexible and the game controller has a number of options to exercise depending on the situation. --

Please replace the paragraphs beginning at page 18, line 9, with the following amended paragraphs:

-- The basic set of cards ~~(see FIG. 11)~~ could be reused many times. If only 20 sets were used, say for a birthday party of 20 guests and only 10 of the 20 different cards were in the required collection, the cards could easily be reused. If the entire 40 sets were used and all 20 different cards were in the collection, it would be up to the game controller to reconstitute the 800 cards into sets for reuse. It could be used once and the players allowed to take their collected cards with them and the remnants

trashed.

~~In a~~ The game involving could involve a hundred players, for example, such as in a wedding party, consisting of 50 bride guests and 50 groom guests ~~, then there would be 100 players.~~ The "game controller" ~~(bride~~ which could be the bride, groom, bride's mother, or best man and so ~~on)~~ on would determine the number of cards in the collection ~~if 5 or 10 cards are to be collected .~~ Five cards can be collected readily; 10 cards take a bit longer. Collecting 10 cards might define the level of interaction the game controller desires. The backs of the playing cards would be a different color for bride and groom family/friends. Start out with one color and finish with the other. Prizes could be CD's, flower arrangements from the wedding, first dance with the bride/groom, bottle of champagne, or a combination thereof plus others depending on the financial resources or creativity of the game controller.

If there are 100 players with 40 bride guests and 60 groom guests, then ~~twenty~~ 20 groom guests would need to "sit out" (~~eg.~~ e.g. husbands or wives of players) or certain spouses or guests would play as teams rather than individuals. This would be decided by the game controller.

The ~~10/50 packs would~~ game could also be used for social clubs. A VIP section of 50 guys and 50 gals would be designated for the game and cards distributed by the club manager. One color for the guys; another color for the gals. Exchange would only be allowed between cards of the opposite color. ~~Wow! What an ice breaker. Didn't meet anyone interesting? Well, you came away with a CD and the desire to go back the following IEQG day. Exchange would only be allowed between cards of the opposite color. Clubs with the IEQG would have a competitive advantage over those that do not.~~

The ~~10/20 pack~~ game would also be used for adult or kids' birthday parties. ~~Larger groups would buy two identical packs, so it would effectively be a 10/40 pack and so on depending on the number of guests.~~

~~A kid's birthday party is a useful example of the uniqueness of the IEQG. Tell a group of 30 8-year old that they are going to play a parlor game such as Hearts, Old Maid or Go Fish and just listen to the groans. The IEQG game cards may include, for example, with cartoon characters ~~on the cards~~ or racing cars, and tell them the party guests that they will get a reward for~~

collecting the required cards and listen to them cheer. Give everyone a prize such as a Hot Wheels car for a completed set and give out 5 CD's through secretly coded cards ~~and you are a hero~~. Let everyone take home the cards and prizes they collected. --

Please add the following paragraphs beginning after line 11, page 20 with the following paragraphs:

-- In conclusion, a method and kit for playing IEQG, where in the first mode of play there is provided a deck of playing cards including a predetermined number of like symbol cards and a predetermined number of cards that are different from the like symbol cards.

Further, there is a set of instructions for playing the IEQG, including the instructions and rules related thereto; wherein in the second mode of play, again each player begins with a predetermined number of like symbol determined number of different cards and collects the same number of like symbol cards from the other players by means of an exchange of cards. Then the game controller is required to specify which particular card each player may collect when the playing cards are initially distributed, otherwise multiple players may decide to collect the

same, thereby competing cards. Herein the use of secretly coded  
cards and the manner of winning are the same as in the first mode.  
Herein the like symbol card is a World Landmark theme, such as the  
Arc de Triomphe, the Roman Colosseum, the Easter Island, or the  
Eiffel Tower. --